



Microsoft

70-544-CSharp

TS- Ms Virtual Earth 6.0 Application Development

Answer: D

QUESTION: 62

Each sales executive in your company is assigned a sales territory. You need to add the sales territories as a vector area to a Virtual Earth 6.0 map. What are two possible geometry types you can add to the Virtual Earth map to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. Tile
- B. Pushpin
- C. Polyline
- D. Polygon
- E. Shape with a polygon

Answer: D, E

QUESTION: 63

Your company displays apartments as pushpins on a Virtual Earth 6.0 map. You need to display the images of the apartments along with associated information in a tabular format within a pushpin pop-up bubble. What should you do?

- A. Use the VEShape.SetDescription method with the object information as HTML to set the information in the pop-up bubble.
- B. Use the VEShape.SetMoreInfoUrl method to import object information as HTML to set the information in the pop-up bubble.
- C. Use the VEShape.SetDescription method with the object information as plain text to set the information in the pop-up bubble.
- D. Use the VEShape.SetMoreInfoUrl method to import object information as plain text to set the information in the pop-up bubble.

Answer: A

QUESTION: 64

The intranet site of your company displays an interactive map with a table. You need to ensure that the data row associated with a specific pushpin on the map is highlighted when a user points the mouse to the pushpin. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Use the VEMap.onLoadMap event to specify a function call.

- B. Use the VEMap.AttachEvent method to attach a mouse event to the VEMap object that calls a function.
- C. Use the VEMap.onmouseover event to capture user interaction. Create a JavaScript function for highlighting the row in the table.
- D. Use the VEMap.onmousemove event to capture user interaction. Create a JavaScript function for highlighting the row in the table.

Answer: B, C

QUESTION: 65

The location data of your company branch offices is stored as description and title in pushpins on a Virtual Earth 6.0 map. You need to ensure that the data is displayed in a data panel named BranchInfo on top of the map every time a user moves the mouse over the pushpin. What should you do? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

List of Actions	Answer Area
Retrieve the element id of the event object that is equal to the shape id.	
Retrieve the shape object by using the GetShapeByID method.	
Update BranchInfo with the branch description and title.	
Retrieve shape properties by using the GetTitle method and the GetDescription method.	
Build your own event handler for the onmouseover event of the VEMap object for catching shape events.	

Answer:

List of Actions	Answer Area
Retrieve the element id of the event object that is equal to the shape id.	Build your own event handler for the onmouseover event of the VEMap object for catching shape events.
Retrieve the shape object by using the GetShapeByID method.	
Update BranchInfo with the branch description and title.	
Retrieve shape properties by using the GetTitle method and the GetDescription method.	
Build your own event handler for the onmouseover event of the VEMap object for catching shape events.	Retrieve the element id of the event object that is equal to the shape id.
	Retrieve the shape object by using the GetShapeByID method.
	Retrieve shape properties by using the GetTitle method and the GetDescription method.
	Update BranchInfo with the branch description and title.

QUESTION: 66

You need to display a polyline on a new user-defined shape layer. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Add a new polyline to the map by using the VEMap.AddPolyline method.

- B. Create a new shape layer and add it to the map by using the VEMap.AddShapeLayer method.
- C. Create a shape of type VEShapeType.Polyline and add it to the map by using the VEMap.AddShape method.
- D. Create a shape of type VEShapeType.Polyline and add it to the shape layer by using the VEShapeLayer.AddShape method.

Answer: B, D

QUESTION: 67

You need to add a default pushpin as a shape to the base map layer at a specific latitude and longitude. Which code segment should you use?

- A. var shape = map.AddPushpin(map.GetCenter());
shapeSetTitle('My pushpin');
shape.setDescription('This is a default shape');
- B. var shape = new VEShape(VEShapeType.Pushpin, map.GetCenter());
shapeSetTitle('My pushpin');
shape.setDescription('This is a default shape');
map.AddShape(shape);
- C. var shape = new VEShape(VEShapeType.Pushpin, new VELatLong(0,0));
shapeSetTitle('My pushpin');
shape.setDescription('This is a default shape');
shape.SetPoints([new VELatLong(latitude,longitude)]);
map.AddShape(shape);
- D. var shapeLayer = new VEShapeLayer();
map.AddShapeLayer(shapeLayer);
var shape = new VEShape(VEShapeType.Pushpin, new VELatLong(latitude,longitude));
shapeSetTitle('My pushpin');
shape.setDescription('This is a default shape');
shapeLayer.AddShape(shape);

Answer: C

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